GASLANDS OVERDRIVE

HOUSE RULES FOR GASLANDS:REFUELLED

2 SOLO SCENARIOS

DEATH RACES OPTIONAL RULES

MESH FENCES TUTORIAL

01
05/2020

ALONE IN THE WASTELANDS

FRIEND OF GASLANDS

ASTROLABE INTERACTIVE

OVERDRIVE

1ST ISSUE

Greeting asphalt lovers to the first implement of **Overdrive**, a fanzine dedicated to **Gaslands: Refuelled**!

The Astrolabe's team decided to put together a virtual magazine to promote the amazing creativity of Gaslands fans. Overdrive is a non-periodical publication of house rules, scenarios and customization tips made by the players for the players.

Entirely free and created under the "Friends of Gaslands" structure, the content presented in Overdrive is fanmade, non-official additional content for **Gaslands: Refuelled**.

If you want to contribute to Overdrive send your ideas and photos to overdrive@astrolabe.games. Everybody will be given credits for their contribution, but Astrolabe is keeping the right to adapt your content in the edition process.

You might find in this issue some referals to page numbers. In which case, refer to the original book of **Gaslands: Refuelled**.

COVER IMAGE BY ©JAMES HALL

ALONE IN THE WASTELANDS

Since we are almost all stuck at home, we propose you two solo scenarios. Follow a compilation of optional rules to try during your Death Race. We hope you like this first shot. Have a good read!

Wish you were wreck!

FX Grass & Manu

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OPTIONAL RULES

DEATH RACE

Based on the ideas of Michael Obadye, Kevin A Thompson & Rory Klawien.
Edited by FX Grass & Manuel Bergeron.

Ha...the joy of a Death Race, the main event of a Gaslands Show! Who never tasted the joy of a nitro boost that gives you the victory? Or the ineffable joy of getting stuck in a mess of cars just in front of the first gate? This legendary race has a lot of regional variants, here is a few.

SPEED CARNAGE!

Nothing clean the way like a good rocket!

In this variant, the weapons of all the vehicle activate when one vehicle passes the first Gate! Makes for interesting strategy and early carnage!

WAIT FOR YOUR TURN!

Some producers try to minimize the number of collisions on the starting line to make the fun last longer.

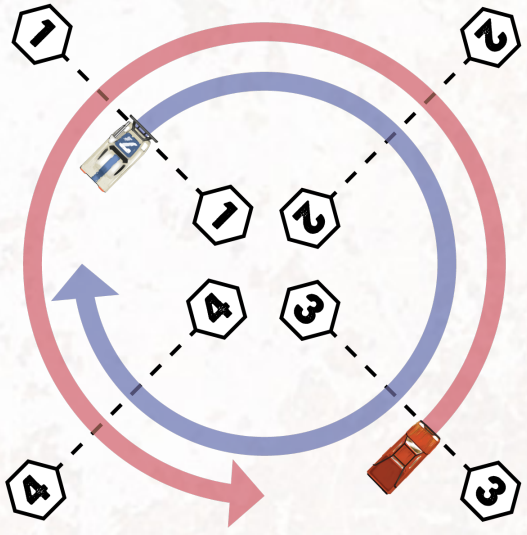
Each team MUST activate one of his vehicles who are on the front line of the Starting Line. This should create less collision on Turn one, Gear one.

Unless some car driver starts in reverse, of course!

CONFUSION MODE

This variant work with a even number of teams. One team must pass by the gate 1, 2, 3 and 4. The other team goes in the opposite direction, they must pass the Gate 3, 2, 1, 4!

Confusion and turnaround guarantee !



STEP BY STEP

Warming up their engines with dark fumes of gas, each row of vehicles sets off into the race wave after wave!

On your first turn of a Death Race, follow the activation order as follow :

Gear phase 1: only Activate the vehicle on the front line.

Gear phase 2: you can now also activate vehicle on the second line. They start the race in Gear 2 with no Hazard. The vehicle activated in Gear 1 can activate normally in Gear 2.

And so on for the remaining lines of cars.

SCENARIOS

TIME TRIALS

SOLO SCENARIO

By Judd Fetters.
Edited by FX Grass & Manuel Bergeron

Smiley Larsen grinned like a madman into the camera, his hair so shiny it looked plastic, his teeth literally painted white to hide the rot beneath. The too tan concealer on his face already beginning to run under the heat of the lights and the scorching wasteland air. Even at night the wastelands felt like an oven.

"Heeeelloooo Gaslands fans! Who's ready for some Caaaaarrrrnage!!" he roared into his mic, the bleachers erupting in blood thirsty applause. He waited just long enough that he could be heard again then continued, "In that case, have we got a treat for you this evening! A real crowd pleaser! Each team versus the arena itself. A test of skill! cunning! bravery! Carnage on a personal scale!

Finish under time and you might have just earned yourself a place in the main line up." he paused, then smirked into the camera lens before chuckling meanly and adding, "That is..." Smiley's mean chuckle turned to maniacally laughter as he gestured, arms out on either side of him, palms up, raising upward, the lights coming on one at a time over the arena behind him. Then he brought his fist down to smash a large red button, the camera following his hand all the way down before cutting to arena turrets whirling to life as Smiley Larsen roared with crazed glee, "IF YOU FINISH AT ALL!"

SETUP

Set up 3 or more gates as per the Death Race Scenario in **Gaslands:Refuelled** along with plenty of obstacles and terrain to make it challenging.

POLE POSITION

Keep the Pole Position for the whole game.

DEPLOYMENT

Place your team on the Starting Line as per the Death Race Scenario (p. 124). Since this is a solo scenario, place all vehicles in the same row one finger width apart.

Place a barrier of some sort blocking access to each gate and the Finish Line. These barriers count as Heavyweight Volatile Obstacles (p. 87).

Roll 1D6 per 25 cans in your team (i.e. for a 50 can team roll 2D6). The result is the number of gun turrets to be deployed. Each turret should be placed no further than a Long Straight from any gate post and no closer to any other turret than a Short Straight.

Place 1 Gate Trigger randomly between each set of gates for every vehicle on your team per gate in play (i.e. a 2 vehicle team on a table with 3 gates would have 2 Gate Triggers between the Starting Line and Gate 1, 2 more between Gates 2 and 3 and another 2 between Gate 3 and the Finish Line)

© SYLVAIN CASAS

SPECIAL RULES

- **Gate triggers:** Gate Triggers are markers no larger than a U.S. penny (roughly 20mm) and designated to a corresponding gate or the finish line (numbered, color coded, etc.) There should be 1 Gate Trigger for each vehicle at the start of the game per gate. If your vehicle's Movement Template or Final Positon touches the Gate Trigger, removed the Gate Trigger from play. Once all Gate Triggers for a corresponding gate have been removed from play, remove the barrier blocking that gate.
- **Gun turrets:** *Note: these are deadlier than the Gun Turrets used in the Arena of Death scenario.* Gun Turrets count as Middleweight Volatile Obstacles. They may be targeted with shooting attacks, and have 4 Hull Points if shot at. Gun Turrets automatically make a 2D6 shooting attack targeting ANY vehicle that ends their Movement Step within Medium range of the turret. Multiple turrets may fire at a vehicle during its activation. The target may Evade as normal.
- **RC Car Bombs:** Once the last Gate is crossed, and/or should all Gun Turrets in play be destroyed, begin deploying RC Car Bombs (p. 79) from the Finish Line. Deploy 1 RC Car per vehicle in play as soon as the last Gate is crossed or the last Gun Turret is destroyed. RC Car Bombs will always head toward the closest vehicle, avoiding obstacles if at all possible, and shooting once in range. When one becomes Wrecked immediately deploy a replacement at the the Finish Line.

NOTE

Gate Triggers do NOT need to be activated in order to cross a Gate, they simply remove the barrier blocking the Gate. If you believe you can survive simply driving through the barriers, you're free to try.

GAME END AND VICTORY CONDITION

Victory is achieved should any vehicle cross the Finish Line after passing through all Gates in order.

ALTERNATE RULES

Rather than use turrets, try using Caltrops, Mines, and Napalm Dropped Weapon templates. If using this alternate rule, roll 2D6 per 25 cans, rounded up. (i.e 2D6 for 25 cans, 4D6 for 50 cans, etc)

If you find the scenario too deadly and difficult to complete, try removing some obstacles, halving the number of turrets and/or eliminating the RC cars.

BEAT YOUR SCORE !

Fight against yourself by beating your own best score. Challenge your various teams and explore new tactics !

DEPLOYMENT

Do not change the layout of the board between subsequent timed runs. However, teams may change as long as the team can value remains the same.

There should be 1 Gate Trigger for each vehicle in play at the start of the game per each gate regardless of how many were deployed on the previous run. Gate Triggers do not need to placed in the same spot as they were on previous runs. Always deploy them randomly between their corresponding gates.

TIMER

Set a timer at the start of Round 1. The timer runs until the game ends. Pauses are only allowed if you step away from the table (bathroom breaks, etc).

VICTORY CONTIDITION

When playing multiple games in a row, each subsequent successful run must also be take less time than the previous, fastest successful run in order to achieve victory.

© BOBSCENE

NIGHT SHIFT

Un scénario de FX Grass

"I've gathered everything you asked. No, the boss of the Junkyard didn't notice shit. Pass grabs them tonight. What? For sure, you will have to be smarter than the automated security system. Good luck and good riddance!"

TEAM

This scenario is for two teams. One team plays the security agent. His role is to prevent the thief from taking two of the three crates. On top of the Junkyard defence, the security agent has 30 cans to build his vehicle .The other team plays the thief, their goal is to get out of the Junkyard with 2 crate. The thief has 70 cans to build his team.

SETUP

Install a game area that represents a junkyard or a post-apocalyptic wasteland.The security agent place three automated tower. These towers must be at Long range from the edge of the table and from one another.

POLE POSITION

The thief begins with the Pole position. Pole position change hand, rotating clockwise at the beginning of each Gear phase.

© ALEXANDRE FOURNELLE

SPECIAL RULES

- **Table edge:** The security agent choose two table edges. These edges are considered like indestructible walls. Count them as heavyweight obstacles. The thief cannot deploy his vehicles on these edges of the table.
- **Automated tower:** These towers are heavyweight indestructible obstacles. They have 8 Hull points each. They can be targeted by shooting attacks. Automated towers automatically make a 4D6 shooting attack targeting the first vehicle to end their Movement Step within Long range of the tower each Gear Phase. The target may Evade as normal. Automated towers never attack the Security agent.
- **Crates:** Crates are represented by some small token (the size of a penny). During the game set up the thief player place one crate token at Short range of each automated tower. One crate near each tower, for a total of three crates.

  The Security agent cannot interact in any way with them. The thief player takes a crate if his Movement template or his final position comes in contact with it. He then takes the crate token and put it on his Dashboard. If a vehicle carrying a crate is wrecked, the Thief player place the crate token anywhere around the wreck at a maximum of Short range.
- **Intelligent minefield:** The Security agent deploy one minefield (Small burst templates) at Short range from each Crate token. The mine field doesn't detonate if they come in contact with the vehicles of the Security agent.

GAME END

The game end when the thief exits the table with two crate token or at the end of Round 3.

VICTORY CONDITIONS

The thief player wins if he gets out of the table with two crates tokens. The Security agent win the game if the thief player has no active vehicle at the start of any gear phase.

SOLO VARIANT

Build a 40 cans team to play this scenario. There is no security agent in the solo variant.

- **Automated towers :** Each Automated towers can fire any number of vehicle per movement phase.
- **Colis :** When deploying crates, place one crate token near each tower for a total of three crates. To know where to deploy a Crate token throw 1D8 and follow the results (1= North, 2= North East, 3 =East, etc.).

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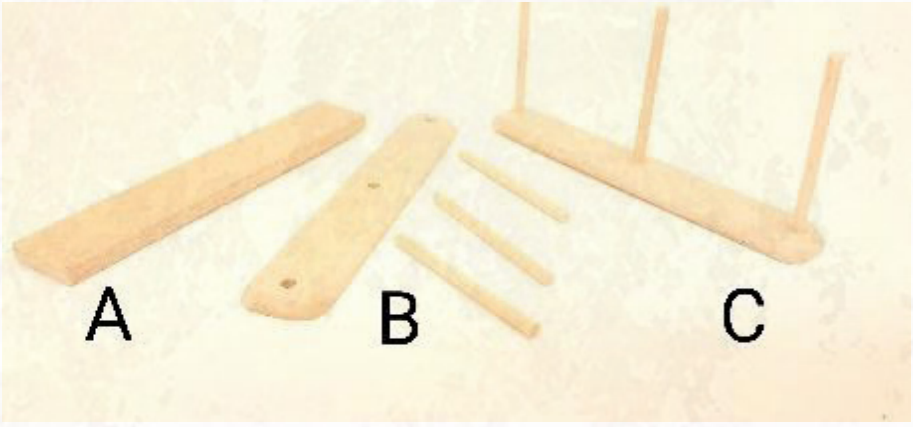
TUTORIALS

MESH FENCES

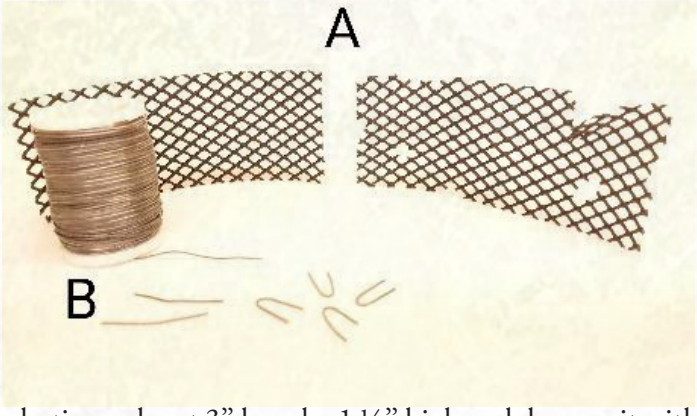
How to make wire mesh fences to delimit your Gaslands games.
By Sébastien Blain.



A. For the base, use 1/8” thick MDF cut to 3” long by ½” wide .

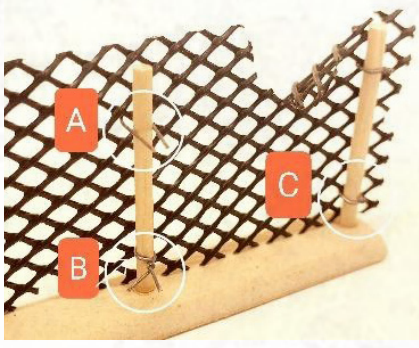
B. Chamfer the outline. Afterwards, make three holes for 3/16” diameter dowels previously cut at 1 ¼” high which will act as posts.

C. Put some glue and insert the dowel in the holes.



A. Use a plastic mesh cut 3” long by 1 ¼” high and damage it with scissors. (Bought at the dollar stores).

B. Cut pieces of metal wire and form a ‘U’ with it that will be used to attach the mesh to the post.

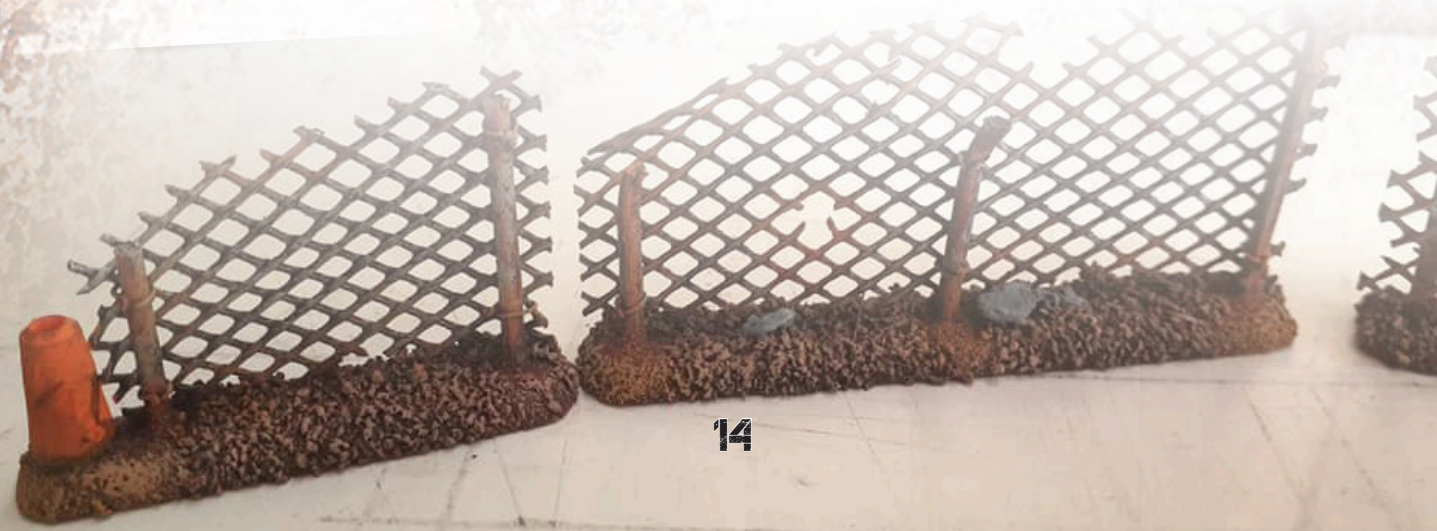


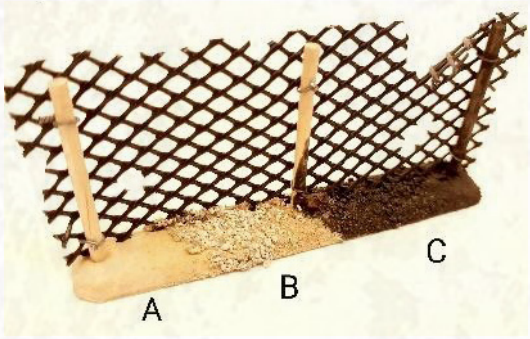
A. Thread the metal wire through the mesh and through each side of the pole.

B. Wrap together ‘twist’ with pliers.

C. Cut the excess wire.

Otherwise you can glue the mesh to the post with hot glue but this is aesthetically less beautiful.

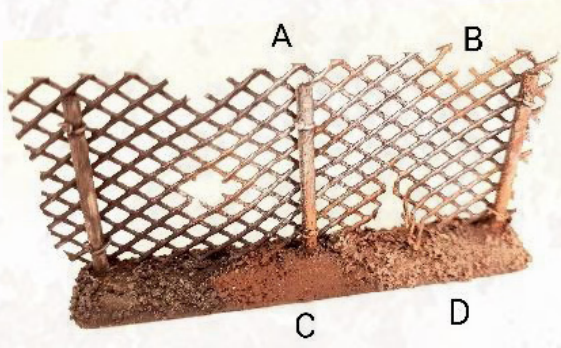




A. Apply glue to the base.

B. Sprinkle sand, gravel and small rocks to texture your soil. Leave to dry.

C. This step is very important! Mix some glue with some black paint in a pot. Apply the mix on your base and posts. This will fix the gravel and give you your background color to receive the paint.



A. Paint the mesh and posts with a silver color.

B. Dilute rust coloured paint and apply to areas that are subject to rust. Then drybrush with an orange colour to accentuate the rust effect in the most damaged areas.

C. For the base paint your primary color (in this case brown to represent mud). Finish with a 'drybrush' of a lighter colour to bring out the details of the ground.

THAT'S IT, YOU'RE FINISHED AND READY TO USE. I HOPE YOU FIND IT USEFUL AND DON'T FORGET TO HAVE FUN!

By Sébastien Blain

Would you like to support the coming of Gaslands to the French community? Check the crowdfunding campaign of Gaslands: Refuelled French version!

About the new cover, we hesitated a lot between keeping the original illustration and creating something new. We wanted something with a strong visual identity, but that still created a sense of continuity with the Refuelled edition. The mustang is now a wreck and the fluffy red dices changed owners.

We hope you like it, in any case now there will be no confusion about the two books!

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